HIGH OR LOW

Objective

Create a High or Low card game in Unity using C# scripts

Submission

Please submit a zipped file (zip, rar, 7z are all acceptable) containing the source project, and a windows executable. Please make the project available on a Google drive.

Gameplay Flow:

1. Create a deck of 52 unique cards.
2. Draw 2 cards from the deck.
3. Use the *numeric value* to determine whether the 2nd card is higher or lower in *numeric value* compared to the 1st card.
4. If the *numeric values*are equal use the *suit value* to determine the higher card.
5. For each new game continue to draw sets of 2 cards from the deck until there are no cards left to draw. When no cards remain to draw, return all cards to the deck and shuffle the deck.

Requirements

* Hearts and the Ace of Spades will be considered special cards with increased chances of being drawn. Each Heart Suit card should have 2x the chance of being drawn as each non-special card. The Ace of Spades should have 3x the chance of being drawn as non-special cards.
* Don’t allow the same card to appear during the same draw (e.g. cannot have two Ace of Spades on the table at once).

Optional

* Animate drawing and discarding the cards

Additional Notes

* Suit hierarchy is Spades > Hearts > Diamonds > Clubs.
* Aces are valued at 1, Jacks at 11, Queens at 12, and Kings at 13.